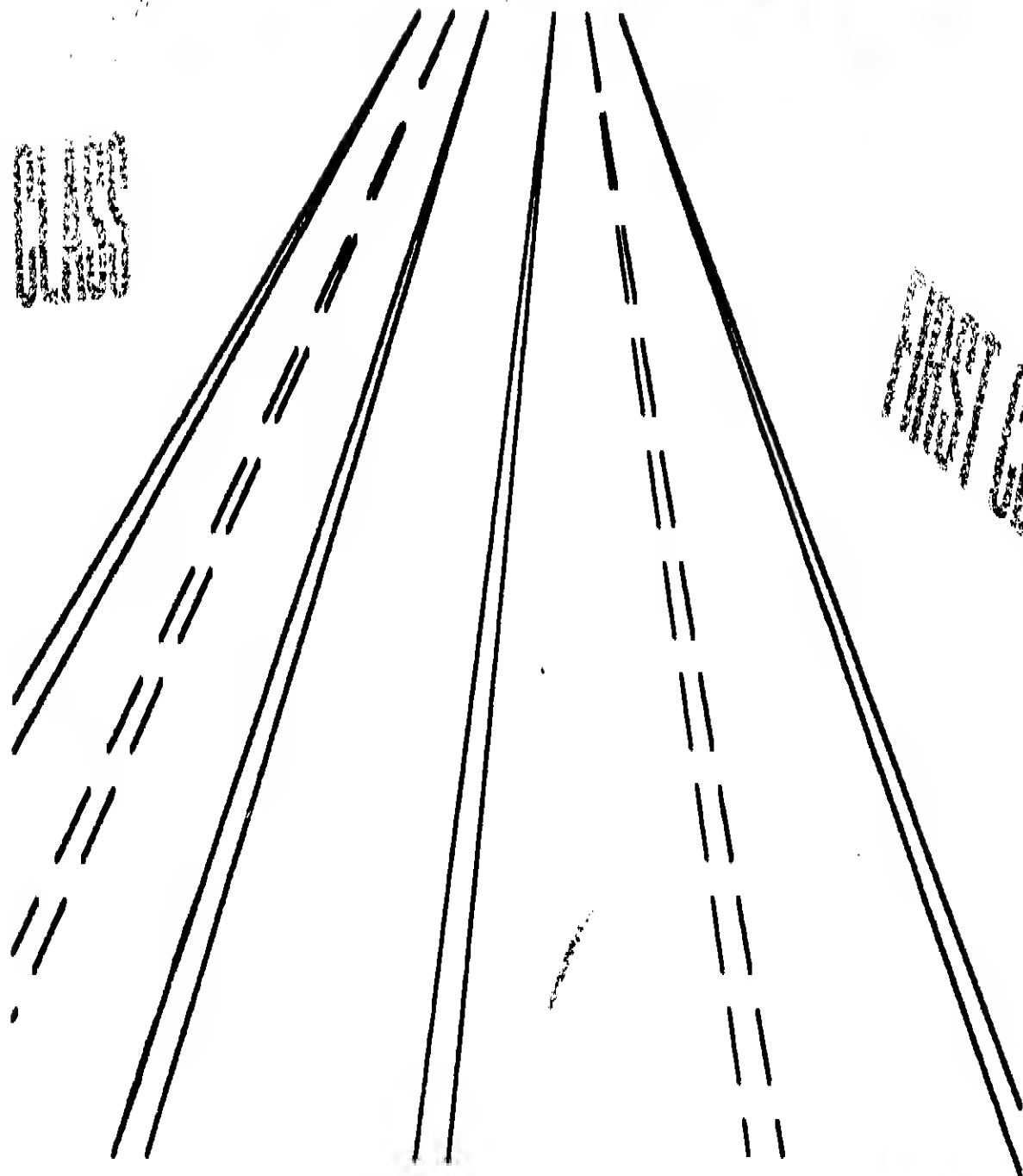
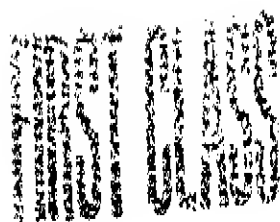


# DOT HAPPY



# DOT HAPPY - ISSUE #3 - 24APR81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 494-9147) for the subscription rate of \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Regular Diplomacy and one game opening in Flexible Build Diplomacy. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

## Hello!

I would like to make a few notes here where you will all read them.

First, House rule 11 has been slightly modified. Instead of "supply center count" remaining unchanged, a draw will be declared if the supply centers remain unchanged for three years. Also, I have decided (upon player demand) to allow players as well as non-players to submit yellow press.

Second, I tried an experiment in the last issue. I totally removed all reference to the boardman numbers of all the games. No one even commented, which pleases me greatly. I believe in names, so from here on in I will only refer to Dot Happy games by their names. In fact, I would appreciate it if you would use the names rather than the numbers in any correspondence to me.

## This Issue:

This issue is a little crowded since I have a lot of articles. I also have the game-start for the new game Junipero Serra. You will find that I have compressed much of the rest of the zine. Sometime in the future I plan to expand past this 16 page format and then space will be little problem, but I don't plan to increase the rates for that yet, so I suspect that I will be looking at ways to keep DH down to 16 pages rather than ways to fill it out.

In this issue you will find:

- articles
- the game adjudications and the new game start
- a plug and the game openings and standbys

Of course, you may say that a lot of the stuff I print is worthless and could easily be left out, but that is a whole other story. However, having more than enough to print is a situation that I don't mind, so keep sending press and articles in. If I really get strapped I will just have a single monster issue that you will get for the same price.

As to the ordering of countries that George proposes, you certainly won't find a large agreement among any three players except for the placement of Austria and Italy. Novices typically prefer (and do best with) England and Turkey because of the defensive position. Many experienced players also like the 'witches'. Many players dislike playing Russia or Germany since they are so open to attack.

George mentions that France has been doing worse than usual recently, but he fails to mention that traditionally Germany has been a weak country, and that only recently has it started to do well. Could this be linked with the fall of France?

As to Italy, some people actually like it! I have seen one preference list where Italy was first (Austria was last). I do agree, however, that Italy is generally a bad position due to the limited offensive capability coupled with a fairly exposed position. I think that an extra center and piece would flip the balance too far, though.

One possible solution is Flexible Build Diplomacy (see previous article). With this, Italy can build two fleets in Rome and Naples. One of them can be used to gather Tunisia as the other moves offensively. With an initial move of F Rom-TyrS, F Nap-IonS, Italy is incredibly flexible, being able to either move in a 'leapanto' manner with the F Ion as he moves F TyrS-Tun, or he can move F TyrS-GLyo, F IonS-Tun.

This would give early domination of the Med to Italy, and this, plus the ability to lose the Italian peninsula and still remain viable either in the Balkans or Iberia, would offset the normal Italian impotence.

Thank you George for the article. Add one to your sub credit! If anyone has any comments, feel free to send them to me for publishing.

## Electronic Mail Diplomacy

by Allen Wells

"Electronic mail is the wave of the future!" It seems that even the Post Office is saying that now. What will this mean for Postal Diplomacy? We can begin to find that out now, because there are some places where electronic mail already exists.

One of these places is Xerox Corporation, one of the more advanced office product companies. Xerox is busily preparing for the 'office of the future', and electronic mail is an integral part of it. I had the great pleasure of working at Xerox's Palo Alto Research Center (PARC) until this January and had the chance to try Electronic Mail Diplomacy. With my fellow game-masters Don Woods, Andy Daniels, and Steve Quarterman we started 1980 KO-KU. I game-mastered two of these and played in four of them, so I had a good chance to get a feel of the differences between postal and electronic play.

Before I describe the differences, first let me describe the facilities we had to use. The main computing resources of Xerox while I was there was the 'Alto' family of computers. These are personal computers with high resolution screens and a pointing device called a 'mouse'. They range in power from that of a PDP-11 on up. All these machines are connected together by a computer network called the Internet which is a collection of Ethernet networks connected by gateways. Don't worry too much if you don't understand this paragraph.

The Xerox Internet probably has about 1000 people on it, all of whom can send messages to the others. Most of these are centered around three research centers which is why our games were called irregular.

The most common mail handling program used was 'Laurel'. When you start Laurel the screen is divided into three parts or windows. The top window is a table of contents of the messages in the current mail file. The middle window displays the currently selected message. The bottom window is a composition window where you compose and edit messages.

To answer a particular message that has just come in, you first fetch your new mail (equivalent to opening your mailbox in the morning and grabbing what is there) and display the new message in the center window by selecting it in the top window. You then read the new message. At this point you can start to compose your reply by just typing, and your return message will be shown in the bottom window. During composition you can refer to any other messages you have received. When you have finished typing in the message and edited it to your satisfaction, you can then deliver the message and it will be placed into the recipients electronic 'mailbox' where he can read it the next time he checks his new mail.

When a message is sent, it can either be sent to a single recipient, a number of recipients, or to a 'distribution list' which is a pre-defined list of people. If you receive a message that has a number of people or a distribution list in the header, you know that your message was sent to all people in that header.

As it turns out, the cost of having personal messages sent once the system has been installed is very low, so Xerox did not mind us sending personal messages as long as it didn't interfere with our work. In fact, since the Diplomacy players used the system somewhat differently than 'normal' users, we were able to help some in the development of the mail system.

Well, I think that is about enough background. Now I can talk about how it got started.

The first thing that had to be done was a recruitment of prospective players. Luckily, I had previously created a Games distribution list, so recruitment was fairly straightforward. Messages to the Gamers gave us about 60 people that were interested (not all of whom we got into games). Since many were novices, classes were held in the major research centers to help them understand how things work (there is nothing like getting stabbed in a trial game to teach you the real truth about the game).

When one of the game-masters wanted to start a game, the procedure was simple. First, you send a message out to the Diplomacy distribution list to recruit new players. When you have 7, then you do your random draw. A distribution list is created for the game and the players are notified of their country and opponents. The game-master lets them know when the first deadline is, and watches the moves come in. If a game-master ran multiple games, he did not have to have all the games on the same deadlines since there is no publishing to be done, just a message containing the adjudication to be sent. Games were usually on a 1-week deadline. Winter builds and retreats were always separated and had deadlines of 2 days each. Needless to say, games moved quickly.

The first thing that may surprise many of you was that 1 week was enough. In fact, there were some people who wanted to speed up the games. Why? Messages were delivered nearly instantaneously. Thus, to have two sets of messages turn around in a day was not uncommon. A week with electronic mail was about the same as two months in Postal Diplomacy.

The next thing that was surprising was the sheer volume of mail, much more than in Postal games I am in. The main reason for this was that sending mail was free and it was simple. You just typed the message and hit deliver. Often plans were exceedingly complex and well thought out by postal terms. This is partly because you and your ally had a chance to exchange about 5-10 messages about your plan before the move was due, rather than the 2-3 you sometimes get in postal games.

Adjudications were typically out within an hour of the deadline. GM'ing errors were quickly and easily corrected since the GM could edit the move, send it out again, and announce a new deadline, all within hours or minutes of being told about the error.

Press, however, was much less common. In the first place, only the players in your game saw it, so there was less incentive to send it (a STRONG warning here for pubbers planning games where press is only sent to the players in the game). One interesting development, however, was that you could send press messages out to the people in your game via the distribution lists, so you could send out a press message during the middle of negotiations if you wanted to.

This led to some rather frazzled nerves on a few cases, though. As is almost inevitable, controversy came up on a few occasions. However, unlike postal Diplomacy where replies are usually separated by a month from the original statement, here you could reply immediately. If you were really upset with someone, the torrent of insult swapping could quickly begin and degenerate to a rather personal level.

All in all, it was sort of like playing a game in a warehouse zine run at a very fast pace. The speed of the game and the ease of sending messages made it very enjoyable as a game, but the lack of a zine around it with the input from the publisher made it lack something too. And since I doubt that any publisher can put together a quality zine once per week, I think that the postal hobby is safe, for a while at least, though I expect to see more electronic games start as the technology for it proliferates.

## The Game of Tiddlywinks

by Arye Gittelman

Allen has insisted that I write this article primarily, I think, because he doesn't feel that most (any?) of you are convinced that I am a real person. I hope that he has sorely misjudged you, as I am not accustomed to having my existence doubted. Nevertheless, I do feel that he has a point. I mean, I sure wouldn't believe in someone with the name Arye who plays Tiddlywinks just on Allen's say so. In fact, I wouldn't believe  $2+2=4$  on Allen's say so. To justify my existence, I will explain how tiddlywink is played and tell how it affects Diplomacy.

### The Game:

Tiddlywinks is, just as you may have guessed, a game which consists of flipping small plastic discs into a cup (called potting) by pressing down on them with larger plastic discs. Small discs are called winx, and the larger ones are called squidgers (from squeeze for all you etymologists). The game is played on a six by three foot felt mat, with two pairs as the teams. One pair plays red and blue, and the other plays green and yellow. Color order is always blue, green, red, yellow. The object of the game is to get all the winx of one color into the centrally located cup.

What makes the game different from the game you all played at age four is the inclusion of the covering, or squop, rule. This states that any wink which is covered in even the smallest part by any other wink is captured, and cannot be shot. With the inclusion of this rule it is usually better to prevent ones opponents from shooting all of their winx into the cup (by squopping them) than to shoot for the cup oneself.

The game is timed (there is rarely a clear ending point with the squop rule), 25 minutes with five rounds afterwards. At the end of this, one Time Limit Point is awarded for every wink that is not squopped and three are awarded for every wink in the cup. Each color is scored separately. Four tournament points are awarded to the color with the most TLP's, two for the color with the second greatest number, and finally one for the color in third place. Last (fourth) receives no tournament points. Anyone who passed the first grade can see that there are seven points per game, with a 6-1 finish (team tournament point scores are added together even if TLP's aren't) being a normal massacre. There is a way to win 7-0, but it's rare and I won't go into it here.

## **The History:**

I could write a book on this subject. In fact I have, it became a Bantam Book bestseller: The Masters of the Pot. If you haven't read it you should go out immediately and buy it. It costs only \$1.95 in paperback form, \$9.95 hardback, \$79.95 in leather bound with gold leaf.

Suffice it to say that the game was invented in England by greedy Oxford undergrads who wanted to be able to name themselves as officers in a student activity to help them get into grad schools. They eventually popularized the game by maneuvering Prince Phillip into appointing 'The Goons' (a then popular British radio show, which included Peter Sellers, and was a predecessor of 'Monty Python's Flying Circus') as his royal champions in a match to defend his honour against these Oxford upstarts. Oxford won. Prince Phillip then became a patron of the game, even suggesting that it be included in the Olympics at one point. This served to make it extremely popular in England for a while.

The game was originally only a game where you tried to get all your winks into the pot before your opponents. The squopping rule (explained above) was developed because winx occasionally landed on other winx when they missed the pot. This rule marked the downfall of Oxford as the reigning winx power.

When students at Cambridge University recognised the power of the squop as a defensive maneuver, and proceeded to decimate Oxford at the next championship by simply landing on all the Oxford winx while they proceeded to pot their own. This led to calls of 'foul play' and 'subverting the intent of the game', but the Cambridge players countered with 'a rule is a rule' and, after all, British are British so the rule stood.

The game was imported to the U.S., mostly at Ivy League schools (notably Harvard, Toronto, and Columbia), but Ivy League schools being what they are, it died out a few years later.

Winx finally took root at MIT and Cornell. In recent years, worldwide tiddlywinks has been dominated by MIT students and graduates, the most notable of whom is the mighty Bill Renke, the greatest winker of the modern era. Renke squopped where others feared to squidge. So thoroughly did he dominate the game in the early 70's that he challenged the current English singles champion (singles means one player playing both colors of a pair) to a best of 7 game match and won 29 to 8 after only 5 games. Bored with singles play, he hasn't played in a singles game since (shades of Bobby Fischer!).

## **The Techniques:**

This is almost impossible to describe in print, but I'll see what I can do. In the following definitions, please note that you can hit not only the top wink in a squop, but any wink which is directly below it provided the motion is quick and continuous.

**Squop:** The method by which one wink is shot to cover another.

**Squidge-in:** A long shot used to bring winx from the edges of the mat into the more relevant play area (usually around the cup).

**Boondock:** A shot used to send a wink that one is squopping out to the edge of the mat while leaving oneself in the same, or nearly the same, place. This shot is also called Desquopping, but only in England. The boondock was developed at MIT.

**Gromp:** This shot enables the player to shoot his wink and the one or more winx that he is squopping as a single unit in order to squop still more winx. This is difficult, and generally separates the world class players from the lesser mortals.

**Bristol:** This shot is a specialized form of the gromp. It is much, much easier however, and is therefore much sought after by experienced players.

**Piddle:** A delicate shot used to free ones own winx (hopefully) from a large number of winx all squopping and squopped (called a pile). This shot is much favored in England over the simpler boondock. The piddle is much better when it works, but one goof can be disastrous. Boondocks are much more certain, and sometimes more advantageous anyway.

**Nurdled:** Past imperfect of the verb Murdle. This describes a wink that is so close to the cup that it is very difficult to pot.

**Color-order:** A complex (for you, simple for me) tactical maneuver depending on the fact that winx always go in a fixed order (ex: Blue may leave a yellow wink to squop a green wink knowing that red, his partner, can squop the yellow before yellow has its turn).

**Lunch:** Occasionally it is actually to one's advantage to pot an opponent's wink. To do this one first squops an opponent's wink, and then boondocks the opponent's wink into the pot. The name comes from the phrase "Let's eat this wink".

Three of these terms were coined at MIT, the rest were coined by the British. Can you guess which three they are? The answer will be at the end of the next article.

#### My Comments:

*Believe it or not, all of the above is true, at least to the limit of my knowledge, except for the book that he claims to have written.*

#### His Reply:

Your knowledge is limited indeed, Allen, and what do you mean that the book doesn't exist? I've been living on the royalties for years. Don't tell my landlord that the book is fictitious or he'll insist that all the rent I've paid him is fictitious! Also note that I have used two different spellings for winks (also winx). There are actually over a dozen spellings for tiddlywinks, most of which appear in one dictionary or another.

#### Final Comments:

*Well, check for yourself. I'm sure any book store can tell you.*

## A Tiddlywinks Variant by Arye Gittelman & Allen Wells

**Note:** This is NOT a good variant for postal play!

The game starts as regular Diplomacy. The only difference is in combat resolution. Whenever a battle is joined, a game of squop-out (similar to winx, except that you just try to squop all the other player's pieces and there is no potting) is played to resolve the combat. The number of sets of winx on opposing teams is the same as the number of armies involved in the combat. If one player is supporting another, then that player will control one set of winx in the sidelines that come in to the rescue if the original player has his winx all squopped. Note that three and four way battles are possible this way, and Diplomacy can be conducted in the midst of the battle to change a player's alliances.

This has a number of very interesting consequences. First, there is never a bounce, someone always wins. Secondly, combat resolutions tend to take a long time.

The applications to this are obvious. Instead of squop-out, you could play black-jack (you noticing this, Jack?), poker (strip poker Diplomacy??), chess (with weighted number of pieces perhaps), or whatever your favorite game is. It is doubtful that this will gain serious play, but it is a great way to spend an afternoon (or weekend, or week depending on how long the resolution game takes) for face to face play.

*The answer to the question on names is Gromp, Boondock, and Lunch were coined at MIT. Is there any surprise?*

# THE GAMES

## New Game: Junipero Serra (Yew-nip'-er-oh Sair'-ah)

Games in Dot Happy all have names, I much prefer names to numbers and you will only see me mention your Boardman Number on two occasions, when the number first comes in and when the game finishes. The boardman number for JS is 1981AT.

In keeping with the 'spirit' of this zine, regular Diplomacy games are named after freeways and variant games are named after points of interest along freeways. This game is named after:

### The Junipero Serra Freeway:

Also known as California I-280, the Junipero Serra freeway runs from San Francisco to San Jose. It is named after (who else) Junipero Serra who was, I believe, the Spanish monk who came up through California founding the missions. At one place in the freeway a very modern, very ugly statue of Junipero Serra squats thrusting an accusing finger over the freeway toward the ocean. No-one seems to know why.

The road is lauded as 'The Worlds Most Beautiful Freeway', and while I will stop short of that, it is indeed a very nice stretch of road. While it ends in the urban sprawl of San Jose and the 'ticky-tacky' of San Francisco, in between it is nestled in the Santa Cruz mountains and most of the land it traverses is a state park.

In this area the scenery is gorgeous as the road winds through a very hilly, wooded countryside. Great care is taken to preserve the beauty. You will not see many billboards and even the bridges are carved into graceful, curving spans with delicate supports using modern technology. There are many 'vista points' where you can drive to a special rest stop designed to give you a rather spectacular view. The view off to the west is of a beautiful, rolling countryside, to the east the lands flattens out into the San Francisco Bay and the urban sprawl around it.

The very northern and southern stretches leave a lot to be desired. As you approach San Jose, the congestion becomes very bad, as does the road quality. You get a very rough ride and in addition they have these wonderful grooves they put into the road to take control away from your steering, especially if you have radials. This stretch is NOT recommended for motorcycles! To make things worse the grooves are not straight, so you have a tendency of lurching slightly to the left and right without any warning. In San Francisco it also becomes congested, and you get a close view of what the phrase 'ticky tacky' really means as you see thousands of identical houses jammed closely together, differing only in the shade of pastel that they are painted.

The route chosen for the road is rather unique. The Santa Cruz mountains are a very rolling range in this area (though not very tall) and as you look off to the sides, you see that all other roads are weaving back and forth, often with swithbacks, in order to negotiate the hills, yet the freeway is fairly straight with very little blasting and bridges. How did they do it? Well, they put it right into the San Andreas Fault itself, and it follows the fault most of the way down the peninsula. At one point it nestles the side of Lake Andreas.

The freeway itself is very good. It generally has four lanes in each direction while the traffic could easily fit in two while you are not near the cities. The road condition is very good since truck traffic uses the alternate US-101 which runs flat along the edge of the bay. Until recently police patrolling was very light and the average speed was 65-70. Now, unfortunately, the California State Police have received authorization to use unmarked cars to patrol for speed violators and the environment is somewhat less congenial.

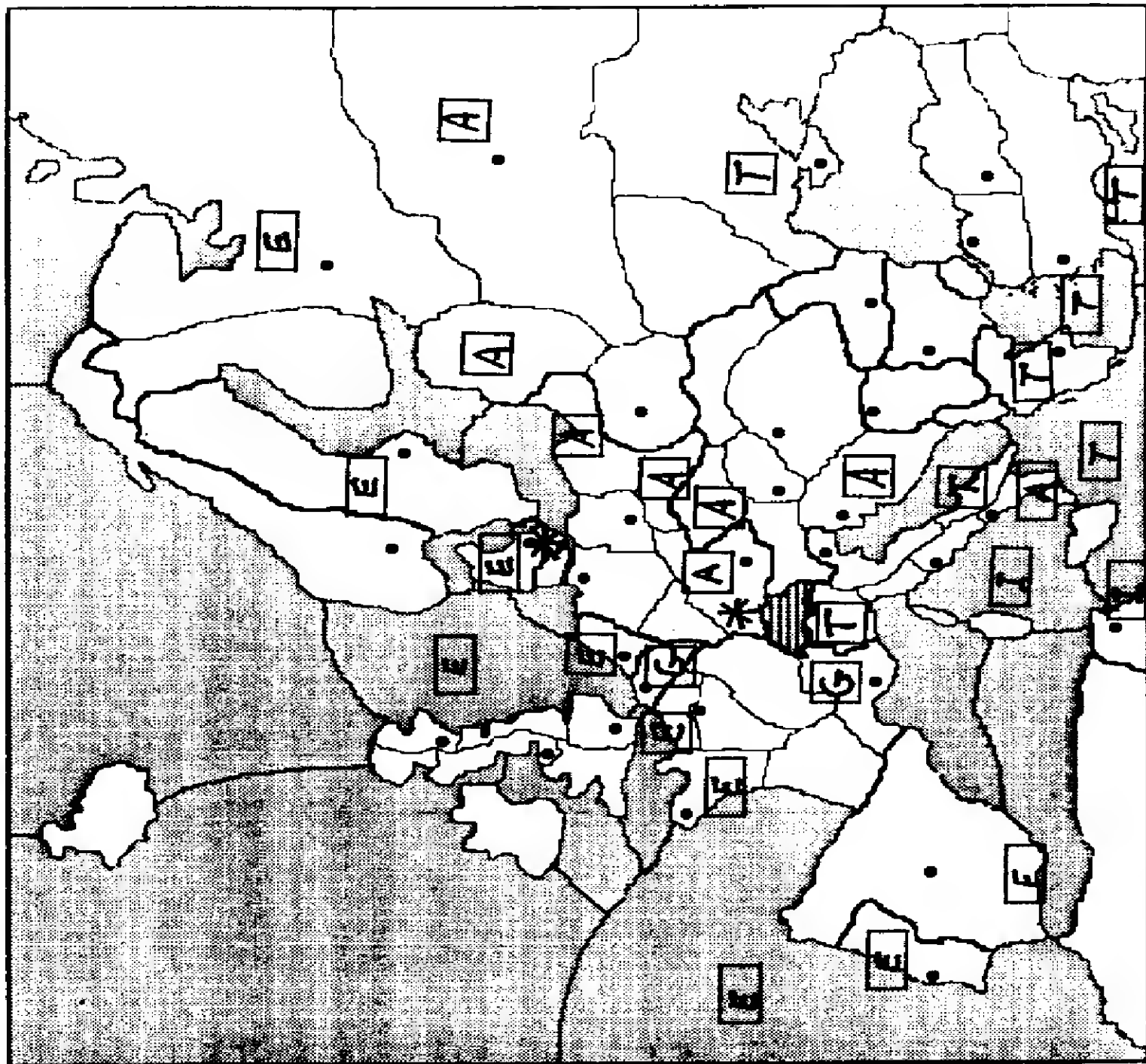
The Junipero Serra Freeway and it's sister freeway, I-680, form a complete loop around the San Francisco Bay, reaching I-80 on either side. Highly recommended driving.



Annie:

Fall 1904

Winter 1904 Due on Thursday 21 May



Italy returns!! France continues to fade! Germany gains two centers, but is still against the ropes as he loses two others!! Everyone builds except the Italian!

## The Players

Austria:	Charles Eaton	(N/CA)
England:	Bruce Hammer	(S/CA)
France:	Kerry Blant	(IL)
Germany:	Kevin Kozlowski	(MD)
Italy:	Bernard Sampson	(NJ)
Russia:	Arthur Cunningham	(VT)
Turkey:	Mike Noble	(WA)
Godfather:	Jack Masters	(Publisher of Black Frog)

## Annie:

Fall 1904

Austria (McKnight):	<u>A Mos*-StP, A Pru*-Ber, A Sil* S A Tyr-Mun, A War-Liv*,</u> <u>A Alb-Tri*, A Tyr-Mun*, F Nap*-Rom, A Boh* S A Tyr-Mun;</u>
England (Swartz):	<u>F StrNC* H, A Swe* S F Skag-Den, F Skag-Den*, A Bel-Pic*,</u> <u>F Bre* S F EnCh-Matl, F Por* S F EnCh-Matl,</u> <u>F NSea* C A Yor-Hol, F EnCh-Matl*, A Yor-Hol*;</u>
France (CD):	<u>A Mar [d*], F SpaSC*;</u>
Germany (Stark):	<u>F Den H [r-???*], A Mun-Ber [r-???*], A Gas-Mar*, A Bur-Bel*;</u>
Italy (Goodrich):	<u>F TyrS*-Rom, F WMed-Tun*;</u>
Turkey (JFDunn):	<u>A Sev*, F AegS-Gre*, F IonS*-TyrS, A Apu*-Rom,</u> <u>A Pie* S Ger A Gas-Mar, F Con-AegS*, F EMed*-IonS;</u>

Austria (McKnight):	Home, Mos, Rom, Ser, War, +Nap, +Mun, -Sev (9) Builds: 1;
England (Swartz):	Home, Bre, Hol, Por, Nor, StP, +Den, +Swe, -Bel (10) Builds: 1;
France (CD):	Spa, -Mar (1) No Change;
Germany (Stark):	Ber, Kie, Par, +Bel, +Mar, -Den, -Mun (5) Builds: 1;
Italy (Goodrich):	Tun, -Nap (1) Disbands 1;
Russia (CD):	-Swe (0) Out;
Turkey (JADunn):	Home, Bul, Gre, Run, Ven, +Sev (8) Builds: 1;

Deadline for Autumn/Winter 04 is Thursday 21 May.

**Tun:** OK, all you cowardly dogs - come and take me on if you dare.

**Malta-Trieste:** The vessel "C.Darrow" (Austrian flag), jury rigged and heavily laden with cases of dry goods, was spotted swamped by rough seas and is believed to be the victim of outmoded, British dry dock practices of sporting theories of design at the expense of trial-and-effect investigations. Local Jacobite monks, dubious students of inquisitorial methods, replied to queries about the efficacy of appeals to heaven on the vessel's behalf with the cynical comment that the crew might chant "Pater noster" if they wished, but were strongly advised to take to the drink.

**Anonymousville-World:** Is it true that the Dual Monarch is really two faced, or dees he just speak with a forked tongue?

**Tibet-Vienna:** Our latest reading of the tea leaves indicates you should beware of the Wicked Witches. However our reading of the goats entrails indicates you may have another season or two before the final stab.

## Sandy:

Summer/Fall 1904

DRAW PROPOSED: A-E-F-G-I

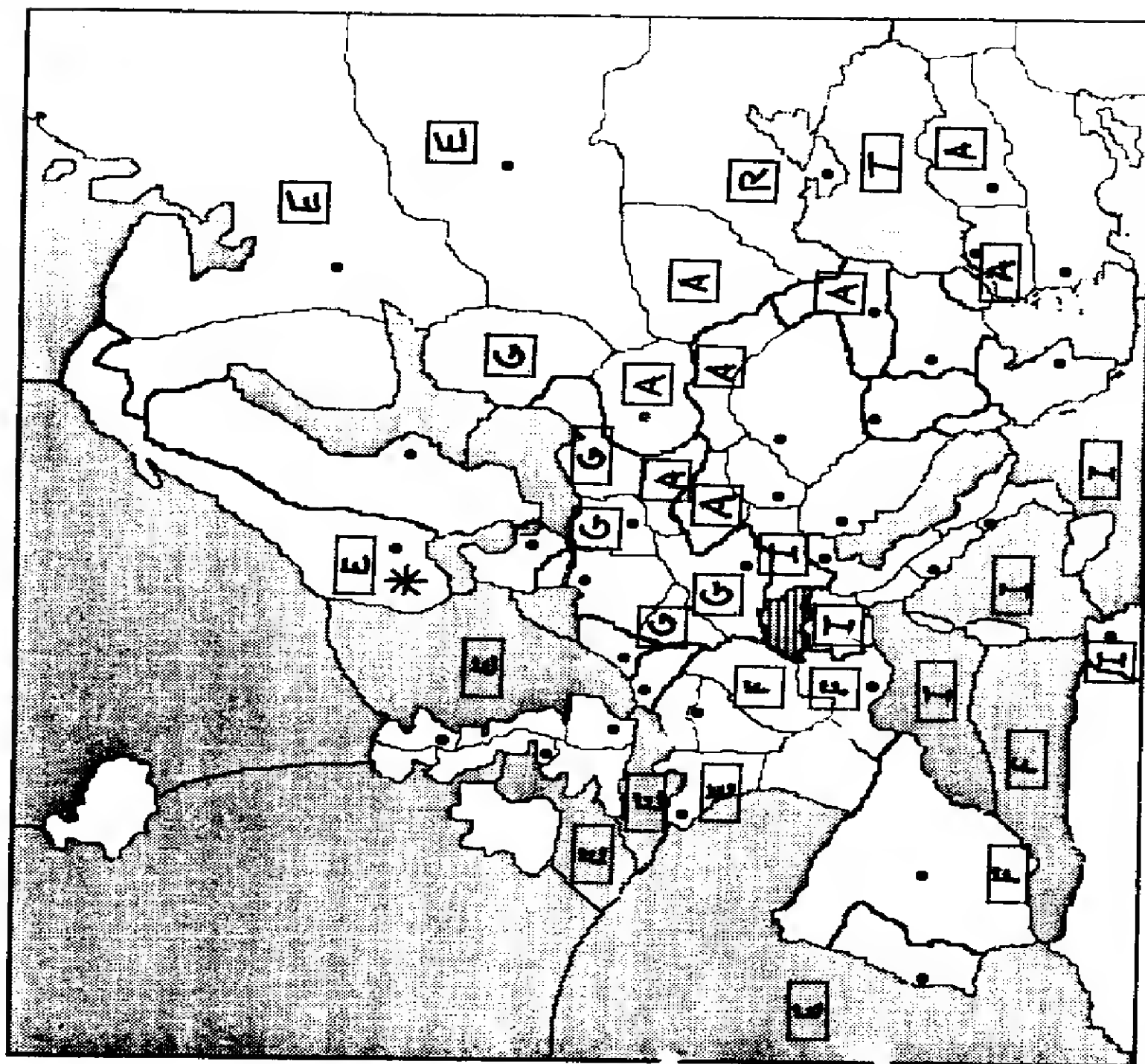
Italy (Giddings): F WMed [r-TyrS\*],

Austria (Ragsdale): A Arm-Ank\*, F Con\* S A Arm-Ank, A Bul-Rum\*, A War\*-Mos,  
A Ukr\* S A War-Mos, A Sil\* S Ita A Tyr-Mun,

Sandy: Fall 1904  
Winter 1904 Due on Thursday 21 May

Sandy: Fall 1904  
Winter 1904 Due on Thursday 21 May

Sandy: Fall 1904  
Winter 1904 Due on Thursday 21 May



Identity of Austrian sub cast in doubt! Could it have been a British trainer?? German ruler goes bezerk as he tries to rule a ghost fleet in the north and the French army in Burgundy!! Turkey disappears in a last blaze of glory!

England (GCunningham):	A Boh* S Ita A Tyr-Mun, A Vie-Gal*; F NSea* S F BarS-Nor, A StP* S A Mos, F BarS*-Nor, F MAtI* S Fre F WMed, F Bre* H, F EnCh* H, A Mos* S Tur F BlaS-Sev, F IriS* H;
France (JADunn):	A Eur* S Ger A Mun, A Gas-Mar*, F SpaSC* S A Gas-Mar, WMed* H;
Germany (Kelly):	A Mun* S Fre A Bur, F Pru* S A Ber, A Liv* S Eng A Mos, F Nor* S F Swe-Skag [nsu], [r-???*] A Rur* S A Mun, A Ber* S F Pru, F BalS [nsu] S A Ber, F Swe [nsu] -Skag, A Bur [nsu] S A Mun;
Italy (Giddings):	A NAi-Tun*, F TyrS* S F GLyo, F GLyo* C A Pie-Spa, A Tyr*-Mun, F AegS-IonS*, A Pie*-Spa;
Russia (Lesch):	A Sev* S Aus A War-Mos;
Turkey (Brown):	F BlaS*-Sev;
Austria (Ragsdale):	Bud, Vie, Bul, Con, Gre, Rum, Ser, War, + Ank
England (GCunningham):	Home, Bel, Bre, Mos, Nor, StP
France (JADunn):	Mar, Par, Por, Spa
Germany (Kelly):	Home, Swe, Hol, Den
Italy (Giddings):	Home, Smy, Tun, Tri
Russia (Lesch):	Sev
Turkey (Brown):	-Ank

(9) Builds: 1;  
(8) No Change;  
(4) No Change;  
(6) No Change;  
(6) No Change;  
(1) No Change;  
(0) Out;

Deadline for Autumn/Winter 04 and the draw vote is Thursday 21 May.

Italy-England: My phone will be out of order from now on. This IS a postal game you know.

Roma-Paris: Good show old bean! Glad to see you have some spunk. That's as far as you go though.

Budapest: Since the shipyards of Trieste have been occupied by Italian troops since the outbreak of hostilities and our present Fleet in Con has no submarines listed in its table of organization and equipment, the Austro-Hungarian government denies the submarine sunk by the British last season is Austrian. "Probably one of their own lost on some training mission," the spokesman for the Navy Department muttered to reporters. "That they would take their own seamen prisoner and not know it is an indication of how the British handle themselves."

Baltimore-Paris: Now tell the class what ultimately became of Machiavelli's "ideal" prince, Cesare Borgia.

## Daddy Warbucks:

Spring 1905

NOTE FIXED ZIP CODE FOR ALBRECHT

Austria (CD):	A Gal*, A Tri [d*];
England (Miller):	F Nor* H, F NSea* C A Lon-Bel, F HelB-Kie*, F Den-BalS*, A Hol-Rur*, F EnCh-MAtI*, F MAtI-WMed*, A Lon-Bel*;
France (Grabar):	F SpaSC* S Eng F MAtI-WMed, A Bre-Pic*, A Gas-Mar*, A Bur* S Eng A Hol-Rur, A Mar-Pie*;
Germany (CD):	A Ber*, A Mun*, A Rur [d*];
Italy (CD):	F WMed[d*], F GLyo*, A Tyr*;
Russia (Albrecht):	A Mos-War*, A War-Sil*, F Rum-BlaS*, A Bud* S Tur A Ser-Tri, A StP* H, A Sev-Rum*;
Turkey (JADunn):	A Ank-Con*, A Ser-Tri*, F Gre-IonS*, F IonS-TyrS*, F Con-AegS*, F Smy-EMed*;

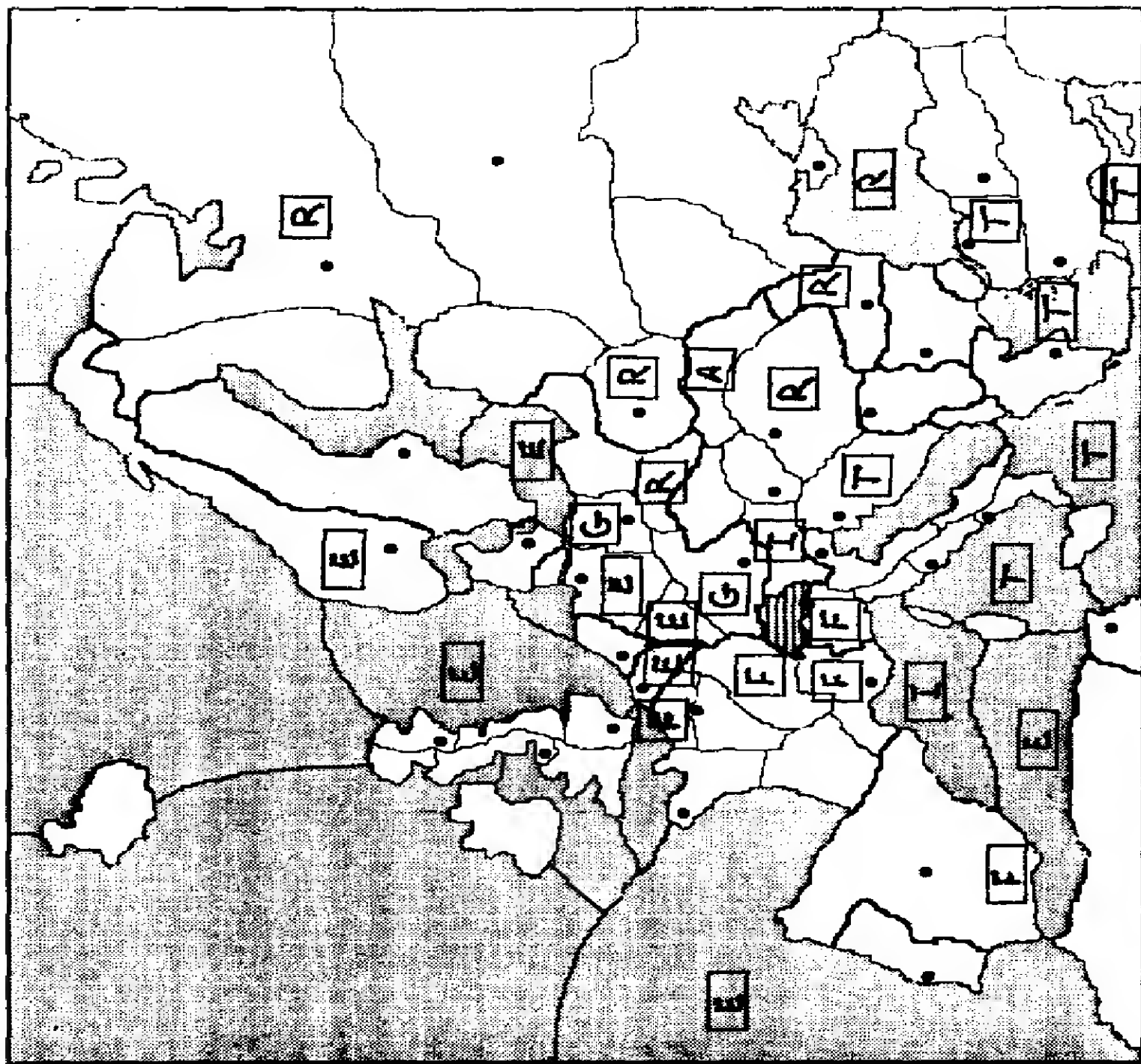
Deadline for Spring 05 is Thursday 21 May.

London: The alliance structure of this game could be interesting -- if there is an alliance structure!

Daddy Warbucks:

Spring 1905

Fall 1905 Due on Thursday 21 May



Surviving powers are moving in for the kill! All moves succeed all over the board! No clashes yet, but the stage is set for the first major conflicts between the remaining major powers over the remaining spoils!!

# Plugs and Public Services

Due to all the articles, I am not able to review zines as I generally do, but I would like to get this plug in for Rick Ragsdale. In his words:

Allen,

I'm going to GM a multiplayer (batallion level) battle using AH's Squad Leader System, with hostilities to get underway in late May/June. Players will command infantry companies or armor platoons, with one player acting as battalion commander for each side, directing his compant commanders to achieve their side's victory conditions. Players will know the location of only the unites in their company/platoon plus other units in their line of sight, so no one will have a "birs's eye view" of the conflict in its entirety (a real drawback to realism in face to face play).

I'd appreciate a plug in DOT HAPPY if you have the space. Please ask those interested to send me a SASE for details.

Thanks very much!

Rick Ragsdale  
1009 Grazing Lane  
Jacksonville, AR 72076

Send him a note if you are interested.

## Game Openings and Standbys

My first priority right now is to fill up the game opening in 'Flexible Build Diplomacy'. I presently have three players signed up for it. I hope to find four more. I think that this is a very interesting variant, and I think it is also a very easy variant to pick up and play well.

I encourage anyone that is at all interested to read the article on Flexible Build Diplomacy earlier in this issue. The rules are VERY simple and most of the article talks about the effect of these rule changes on the balance of power and the play of the game.

For those of you not interested in this, I have a game opening list for regular Diplomacy. There are now three people on this list as well. I would especially encourage people not in California to sign up for games as I am having trouble balancing the Californians.

These will be the last game starts in Dot Happy for some months, quite possibly till next year.

The number of standbys in Dot Happy is now up to 15. The following people have all decided to be standbys:

Jeff Albrecht, Mary Beck, John Caruso, Charles Eaton, Jim Gray, Scott Haiber, Bruce Hammer, Ron Kelly, Kevin Kozlowski, Jack Masters, Keith Mercer, Robert Olsen, Steve Quarterman, Bernard Sampson, James Williams.

I have decided to reward these people and try to encourage others to add themselves to this list. If anyone gets called in as a standby and submits orders, that person will receive a free issue of Dot Happy. If a person actually gets called for that position, he or she will receive another free issue. Anyone else want to be added?

# Parting Shots

I have had an interesting idea proposed by one player, and that is mandatory NMR insurance. The idea is that NMR insurance is not very useful unless it is applied to everyone. I tend to agree, and it would also make my job a little simpler.

Remember, NMR insurance is my calling you collect for your moves if I have no moves for you on record when the move is due. You can refuse the charges if you wish, and the service costs you nothing unless you NMR and accept the charges. What do YOU think?

Another question I have is for the players. How much are you using your address labels? Are there too many? Should I cut them down to once per year? Should I keep them the way they are?

You may have noticed that the postal service seems to have outsmarted me last issue. The third class mail seemed to arrive right with the first class, but the amazing thing was that most of them arrived on time! I do not understand what is going on. I finally start doing a study and they do it right!! I think that this must be a conspiracy!

Seriously, though, all zines arrived within 2-3 mailing days, which is quite respectable. What can I say? I just hope that delivery will remain this good in the future!

You may have also noticed that there is not a 'Letters to the Editor' column in this issue. It seems that this is not to be one of Dot Happy's more lively sections. The only really publishable letters I have gotten have been of the sort that I hate to publish because they would make me look too egotistical by printing them (although I can assure you that I DO appreciate getting them). However, if you want to send something in, do so. I have not given up on the idea, just put it on the back burner. Gary Coughlan (pubber of Europa Express) managed to get a huge letter column of the sort I would like, and without really trying! I will have to write him and try to find out what his secret is.

You may also have noticed that the Junipero Serra game has Jack Masters listed as the 'godfather'. All games started in Dot Happy have an experimental feature that I call 'orphan insurance'. I think that it is a very good idea, and I hope to see it become a hobby-wide policy. The way it works is as follows:

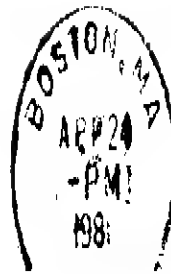
For every game that starts I try to find a 'Godfather'. He will be a GM from another zine that will guarantee to take in that game if for some reason Dot Happy should fold. In return, I guarantee a game that he runs. Every game will have a different Godfather.

While I fully expect to GM this game to it's completion, most GM's do when they start up a game and there are an awful lot of orphan games created every year. Besides, accidents do happen and I could get run over by a truck (another eventuality I hope not to happen). I hope that the idea of orphan insurance can make it easier on orphaned players when a GM does fold, since there will be a Godfather who has already committed himself to taking in the game in that case.

It is time to extend out congratulations to Arye Gittelman again. While he did not quite match his feat of last year, he did come in second in the Pairs championship this month. For those of you who still think that Arye is just a figment of my imagination, it looks like he will go at GenCon-East this year with me. You will have your chance to check up on me. Well, that's about all for this one.

  
the Tank-Driver

Allen K. Wells  
550 Memorial Drive, #2E3  
Cambridge, MA 02139



- ( ) This is a sample
- ( ) I solicit a trade
- ( ) I solicit a plug
- ( ) Time to renew
- ( ) See page \_\_\_\_\_
- ( ) Please stand by in game \_\_\_\_\_

LARRY PEERI  
PO BOX 8416  
SAN DIEGO, CA 92102